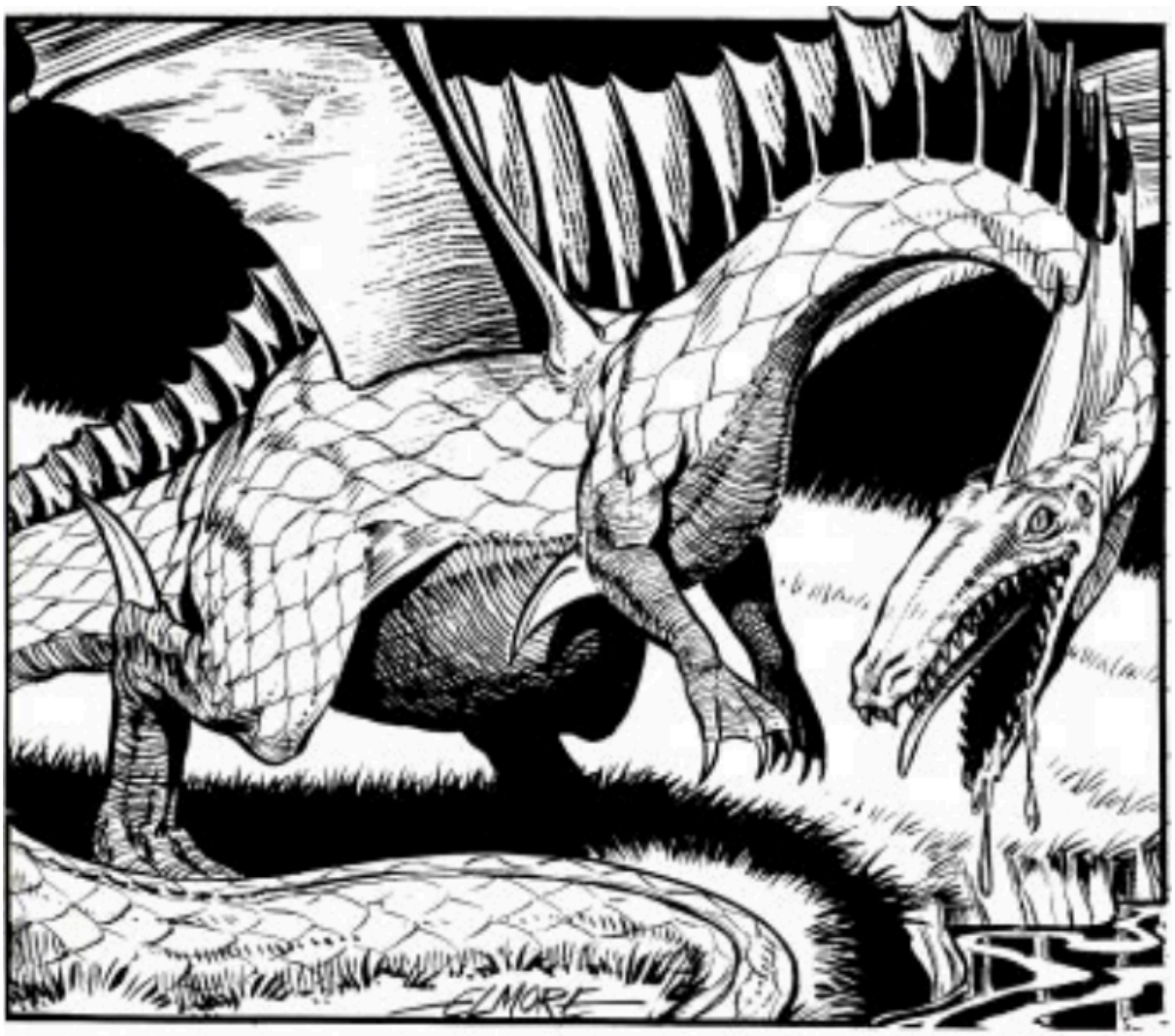

YELLOW DRAGONS

Selfish and cunning, yellow dragons hold dominion over seaside cliffs, salt flats, and coastal marshes. They are secretive and elusive in the extreme, opting to take a clever and subtle approach to problem solving rather than relying solely on draconic might. A yellow dragon is easily recognized by its elongated narrow jaws, oversized claws, and its slender body. Yellow dragons vary in color from brilliant hues of sunny yellow to flaxen shades of wheat. Their scales are much smaller than that of a typical dragon and are constantly being replaced, giving their skin a texture more akin to a snake than a lizard. This smooth scale pattern also allows them to more easily navigate through water and dirt.

The Missing Dragons. Ancient lore holds true that all the chromatic dragons were born from Tiamat, the queen of dragons. The more common varieties of chromatic dragon (white, black, red, green, and blue) were all made in the image of their mother, who has a draconic head of each color. However, there are other varieties of chromatic dragon that have a more mysterious origin. Purple, orange, and yellow dragons did not originate from Tiamat, but they certainly do exist. This quandary has divided scholars for ages, but there are two prevalent theories about their origin. Some think Tiamat may have experimented with her children before unleashing them upon the world, trying to create even stronger breeds. Secondary-color crossbreeds could have bred true with each other, starting new branches of the dragon family tree. Sages also speculate as to the possibility of another chromatic dragon deity, Tiamat's sister perhaps, arrayed with heads of yellow, orange, purple, and other crossbred colors. Tiamat may have destroyed her sibling eons ago, but not before the creation of dragons in the image of their deceased progenitor.

Selfish. Yellow dragons are incredibly selfish, even by the standards of other chromatic dragons. Many scholars believe the primary reason they have become so obscure is due to the fact that during the war waged by dragons against the giants, the yellow dragons offered no help. In fact, yellow dragons were said to remove themselves from the conflict entirely, not willing to risk their lives for the benefit of their kind. This led to them being reviled by other dragons and ultimately to the destruction of many yellow dragon lands. To this day, the yellow dragons keep to themselves, knowing that should they ever make their presence known they will be surrounded by enemies.

Cunning Trappers. Unlike most other dragons, even in their oldest stages of life, the yellow dragon prefers to use ambush tactics and traps when engaging in battle. They are not as physically powerful as some of their other draconic cousins, but yellow dragons are extremely fast and capable of traveling through water, sand, and rock with relative ease. They use this unique mobility to their utmost advantage and will only ever take a fight they know will end in victory. A favorite trap of theirs is to dig a cone-shaped pit with steep sides, then bury themselves at the bottom. When prey inevitably stumbles into such a trap, the yellow dragon then moves its wings, causing the pit to collapse.

Isolationist. Due to the fact that yellow dragons are hated by most for being dragons, and hated by other dragons for their actions throughout history, they have become quite isolated. They speak a strange dialect of Draconic unique to yellow dragons and will typically not learn any other languages since they have no desire to communicate with anyone outside of their own kind. This adds another layer of complexity to encountering a yellow dragon. If an individual approaches without an understanding of their language, even if they use magic such as the tongues spell to communicate, the yellow dragon is unlikely to trust or respect them.

A Yellow Dragons Lair.

Yellow dragons craft their layers meticulously using massive claws to carve and burrow underground dens that suit their needs precisely. Their favorite place to nest is within coastal cliffs that provide easy access to the sea.
The area surrounding a yellow dragon's lair is plagued by strong winds that carry salt in their wake. This causes any stones or structures in the area to erode and become very smooth over time. Anything made of metal is also more prone to rust and decay. Anywhere near the dragon's lair is bound to be filled with clever and unique traps to deter or kill any unwanted intruders.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- The air within a 20-foot-radius sphere centered on a point the dragon can see within 120 feet of it becomes saturated with fine salt. All creatures in the area must succeed on a DC 15 Constitution saving throw or have their lungs filled with salt air, dealing 11 (2d10) poison damage and knocking the creature prone.
- A jet of hot saline air bursts from the floor, ceiling, or wall of the dragon's lair targeting a single creature who must succeed on a DC 15 Dexterity saving throw or take 10 (3d6) fire damage and be blinded until the end of their next turn.
- The ground collapses into a sinkhole beneath the feet of a single creature within 60 feet of the dragon. The target must succeed on a DC 15 Strength saving throw or be restrained until the end of their next turn.

Regional Effects

The region containing a legendary yellow dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- High velocity winds ravage the landscape within 6 miles of the dragon's lair.
- Any body of water within 6 miles of the dragon's lair becomes salty. Containers holding water also become salty and undrinkable for most creatures if they remain within this radius for more than 24 hours.
- The area within 1 mile of the dragon's lair becomes a salt flat, killing off all vegetation in the area and eventually flattening the surfaces of hills and marshes into an encrusted sheet of fine rock salt. .

If the dragon dies, any water that would not typically have sat in it returns to normal within 1d10 days and the winds return to normal immediately.

Ancient Yellow Dragon

Gargantuan dragon, neutral evil

Armor Class - 23 (natural armor)
Hit Points - 462 (25d20 + 200)
Speed - 60 ft., burrow 60 ft., fly 120 ft., swim 60 ft.

STR 22 (+6)
DEX 22 (+6)
CON 26 (+8)
INT 20 (+5)
WIS 18 (+4)
CHA 20 (+5)

Saves DEX +13, CON +15, WIS +11, CHA +12
Skills Perception +12, Stealth +13
Damage Immunities fire, lightning
Senses blindsight 60 ft., darkvision 120 ft., tremorsense 60 ft., passive Perception 22
Languages Draconic (unique dialect)
Challenge 22 (41,000 XP)

Proficiency Bonus +7

Traits

Amphibious.
The dragon can breathe air and water.

Legendary Resistance (3/Day).
If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack.
The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite.
Melee Weapon Attack: +12 to hit, reach 15 ft., one creature.
Hit: 22 (3d10 + 6) piercing damage.

Claw.
Melee Weapon Attack: +12 to hit, reach 10 ft., one creature.
Hit: 19 (3d8 + 6) slashing damage.

Tail.

Melee Weapon Attack: +12 to hit, reach 20 ft., one creature.
Hit: 17 (2d10 + 6) bludgeoning damage.

Frightful Presence.
Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Salt Breath (Recharge 5-6).
The dragon exhales fine salt crystals in a 120-foot cone. Each creature in that area must make a DC 23 Dexterity saving throw, taking 22 (4d10) bludgeoning damage on a failed save, or half as much damage on a successful one. A creature who fails their save is also blinded for 1 minute, has disadvantage on attack rolls and ability checks, and is unable to breathe as the salt hardens over any orifice on the creature's body. A creature who fails their save by more than 5 is unable to take a breath as they become covered in salt and immediately starts suffocating. If a creature uses an action to pour at least 1 gallon of salt-free water over the victim, the victim is no longer affected by the dragon's salt breath at the start of their next turn.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect.
The dragon makes a Wisdom (Perception) check.

Slither.
The dragon makes a Dexterity (Stealth) check and attempts to hide.

Wing Attack (Costs 2 Actions).
The dragon beats its wings. Each creature within 15 feet of the dragon must on a DC 24 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Adult Yellow Dragon

Huge dragon, neutral evil

Armor Class - 20 (natural armor)
Hit Points - 212.5 (17d12 + 102)
Speed - 50 ft., burrow 50 ft., fly 100 ft., swim 50 ft.

STR 17 (+3)
DEX 20 (+5)
CON 22 (+6)
INT 18 (+4)
WIS 15 (+2)
CHA 18 (+4)

Saves DEX +10, CON +11, WIS +7, CHA +9
Skills Perception +7, Stealth +10
Damage Immunities fire, lightning
Senses blindsight 60 ft., darkvision 120 ft., tremorsense 60 ft., passive Perception 17
Languages Draconic (unique dialect)
Challenge 15 (13,000 XP)

Proficiency Bonus +5

Traits

Amphibious.
The dragon can breathe air and water.

Legendary Resistance (3/Day).
If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack.
The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite.
Melee Weapon Attack: +10 to hit, reach 10 ft., one creature.
Hit: 21 (3d10 + 5) piercing damage.

Claw.
Melee Weapon Attack: +10 to hit, reach 10 ft., one creature.
Hit: 18 (3d8 + 5) slashing damage.

Tail.
Melee Weapon Attack: +10 to hit, reach 15 ft., one creature.
Hit: 16 (2d10 + 5) bludgeoning damage.

Frightful Presence.
Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Salt Breath (Recharge 5-6).
The dragon exhales fine salt crystals in a 80-foot cone. Each creature in that area must make a DC 20 Dexterity saving throw, taking 16 (3d10) bludgeoning damage on a failed save, or half as much damage on a successful one. A creature who fails their save is also blinded for 1 minute, has disadvantage on attack rolls and ability checks, and is unable to breathe as the salt hardens over any orifice on the creature's body. A creature who fails their save by more than 5 is unable to take a breath as they become covered in salt and immediately starts suffocating. If a creature uses an action to pour at least 1 gallon of salt-free water over the victim, the victim is no longer affected by the dragon's salt breath at the start of their next turn.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect.
The dragon makes a Wisdom (Perception) check.

Slither.
The dragon makes a Dexterity (Stealth) check and attempts to hide.

Wing Attack (Costs 2 Actions).
The dragon beats its wings. Each creature within 15 feet of the dragon must on a DC 20 Dexterity saving throw or take 12 (2d6 + 5) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Young Yellow Dragon

Large dragon, neutral evil

Armor Class - 19 (natural armor)
Hit Points - 142 (15d10 + 60)
Speed - 50 ft., burrow 40 ft., fly 100 ft., swim 40 ft.

STR 15 (+2)
DEX 18 (+4)
CON 18 (+4)
INT 16 (+3)
WIS 13 (+1)
CHA 16 (+3)

Saves DEX +7, CON +7, WIS +4, CHA +6
Skills Perception +4, Stealth +7
Damage Immunities fire, lightning
Senses blindsight 60 ft., darkvision 120 ft., tremorsense 60 ft., passive Perception 14
Languages Draconic (unique dialect)
Challenge 8 (3,900 XP)

Proficiency Bonus +3

Traits

Amphibious.
The dragon can breathe air and water.

Actions

Multiattack.
The dragon makes three attacks: one with its bite and two with its claws.

Bite.
Melee Weapon Attack: +7 to hit, reach 10 ft., one creature.
Hit: 20 (3d10 + 4) piercing damage.

Claw.
Melee Weapon Attack: +7 to hit, reach 5 ft., one creature.
Hit: 17 (3d8 + 4) slashing damage.

Salt Breath (Recharge 5-6).

The dragon exhales fine salt crystals in a 40-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 11 (2d10) bludgeoning damage on a failed save, or half as much damage on a successful one. A creature who fails their save is also blinded for 1 minute, has disadvantage on attack rolls and ability checks, and is unable to breathe as the salt hardens over any orifice on the creature's body. A creature who fails their save by more than 5 is unable to take a breath as they become covered in salt and immediately starts suffocating. If a creature uses an action to pour at least 1 gallon of salt-free water over the victim, the victim is no longer affected by the dragon's salt breath at the start of their next turn.

Yellow Dragon Wyrmling

Medium dragon, neutral evil

Armor Class - 18 (natural armor)
Hit Points - 60 (8d8 + 24)
Speed - 40 ft., burrow 30 ft., fly 80 ft., swim 30 ft.

STR 13 (+1)
DEX 16 (+3)
CON 16 (+3)
INT 14 (+2)
WIS 11 (+0)
CHA 14 (+2)

Saves DEX +5, CON +5, WIS +2, CHA +4
Skills Perception +2, Stealth +5
Damage Immunities fire, lightning
Condition Immunities none
Senses blindsight 10 ft., darkvision 60 ft., tremorsense 30 ft., passive Perception 12
Languages Draconic (unique dialect)
Challenge 3 (700 XP)

Proficiency Bonus +2

Traits

Amphibious.
The dragon can breathe air and water.

Actions

Bite.
Melee Weapon Attack: +5 to hit, reach 5 ft., one creature.
Hit: 14 (2d10 + 3) piercing damage.

Salt Breath (Recharge 5-6).
The dragon exhales fine salt crystals in a 25-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 5 (1d10) bludgeoning damage on a failed save, or half as much damage on a successful one. A creature who fails their save is also blinded for 1 minute, has disadvantage on attack rolls and ability checks, and is unable to breathe as the salt hardens over any orifice on the creature's body. A creature who fails their save by more than 5 is unable to take a breath as they become covered in salt and immediately starts suffocating. If a creature uses an action to pour at least 1 gallon of salt-free water over the victim, the victim is no longer affected by the dragon's salt breath at the start of their next turn.